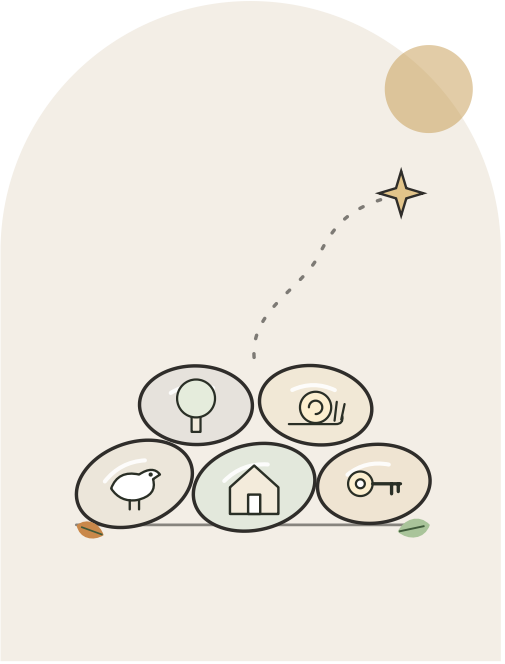
A SPARKATLAS PACK FOR LITTLE EXPLORERS

Story Stones

Draw little pictures on stones, pick three and tell a story that is all your own.



INSIDE THIS PACK

02 Grown-up guide: one minute to read
03 Story spotting walk
04 Paper story stones to cut out
05 Who, where or what?
06 First, then, in the end
07 My story map

YOU'LL NEED

- smooth stones or the paper stones
- crayons or washable markers
- child-safe scissors

TIME

About 10 to 15 minutes a page

Our story walk

Date _____ Where we went _____

Today's weather · Circle one ◯ sunny ◯ cloudy ◯ rainy ◯ windy

AGES Sprout 2–3 Seedling 3–5 Sapling 5–7 Each activity page shows its band.

WHY THIS MATTERS

Children tell stories long before they can write them. A few picture stones give them something to hold and point to, so a story can start with "once there was a snail" and grow from there.

Before You Start

A one-minute read for grown-ups.

How to use it (about 10 to 15 minutes a page)

1. **Start with a walk.**
Look for things that could be in a story: a bird, a puddle, a door. Wonder about them out loud.

2. **Make the stones.**
Draw simple pictures on smooth stones with crayon or washable marker, or cut out the paper stones.

3. **Pick three, tell one.**
Take three stones from a bag without looking. Tell what happens first, then, and in the end.

4. **Stop while it's fun.**
One story is plenty. The stones keep for another day.

Three ways to play

Sprout 2–3

Pick one stone and name it. You tell a tiny story; the child adds a sound or a word.

Seedling 3–5

Pick three stones and tell a story together, taking turns: you say one part, the child says the next.

Sapling 5–7

Tell a whole story alone with a beginning, a problem and an ending, then draw it on the map.

Little safety notes

Stones and paper pieces can choke, so stay close with under-3s and use big stones only. Take stones only where collecting is allowed, and leave living things where they are. Scissors with a grown-up. Wash hands after.

Printing tips

Page 1 is the cover. To save ink, print pages 2 to 7 only. Print page 4 on card if you can, so the paper stones last. Every page works in black and white, on Letter or A4.

Wonder out loud together

- Who is in our story? Where do they live?
- What goes wrong? How do they fix it?
- How does it end? Is everyone happy?
- What if we pick a new stone and tell it again?

FOR GROWN-UPS

There is no wrong story. If a turtle flies to the moon, ask "what happened next?" rather than fixing it. Listening and asking keeps the story going.

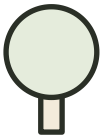
Story Spotting Walk

Things outside that could be in a story. Can you find them?

Look for each one on a walk. Tick the box when you spot it, and say who or what might live there.



a bird ☐



a big tree ☐



a puddle ☐



a feather ☐



a door or house ☐



a funny cloud ☐

Your own find
Something that could start a story. Draw it here.

FOR GROWN-UPS

A story often begins with one small thing you notice. Ask "who do you think lives in that tree?" and let the answer be silly.

PLAY IT YOUR WAY

Easier: Point and name each picture together. Make a sound for each one: tweet, splash, whoosh.
Stretch: For each find, make up one sentence that could start a story: "Once there was a puddle that…"

Paper Story Stones

Cut out the stones. Draw your own on the blank ones.

Cut along the dashed lines with a grown-up. Draw pictures on the four blank stones, then keep them all in a bag.



FOR GROWN-UPS

Making the stones is part of the story. A child who drew the snail or the boat already knows something about it and wants to tell.

PLAY IT YOUR WAY

Easier: A grown-up cuts; the child colours each stone and names it.

Stretch: Draw a who, a where and a thing on the blank stones, then copy your best one onto a real pebble.

Who, Where or What?

Is it someone, a place or a thing? You decide.

Look at each picture. Tick who (someone in the story), where (a place) or what (a thing). Some can be more than one.



bird ☐ Who? ☐ Where? ☐ What?



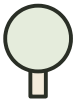
house ☐ Who? ☐ Where? ☐ What?



key ☐ Who? ☐ Where? ☐ What?



snail ☐ Who? ☐ Where? ☐ What?



tree ☐ Who? ☐ Where? ☐ What?



boat ☐ Who? ☐ Where? ☐ What?



bee ☐ Who? ☐ Where? ☐ What?



island ☐ Who? ☐ Where? ☐ What?



basket ☐ Who? ☐ Where? ☐ What?

Draw your own ☐ Who? ☐ Where? ☐ What?

FOR GROWN-UPS

Stories need someone, somewhere and something. In stories a tree can talk and a boat can be a home, so there is no single right tick.

PLAY IT YOUR WAY

Easier: Ask “is it alive?” for each picture. Living ones can be the who.

Stretch: Pick one who, one where and one what, and tell how they meet.

06

First, Then, in the End

Pick three stones and tell a story in three parts.

Put one stone (or draw one) in each space. Tell your story out loud. A grown-up can write your words on the lines.

1 First

Who is there, and where?

Put a stone here or draw

2 Then

What happens? What goes wrong?

Put a stone here or draw

3 In the end

How does it finish?

Put a stone here or draw

Wonder together

- How does the snail feel when it happens?
- What sound would this story make?
- What would you do if you were there?
- Can you tell it again with one new stone?

FOR GROWN-UPS

A beginning, a middle and an end is the shape of nearly every story. Saying "first, then, in the end" gives small children a path to follow.

PLAY IT YOUR WAY

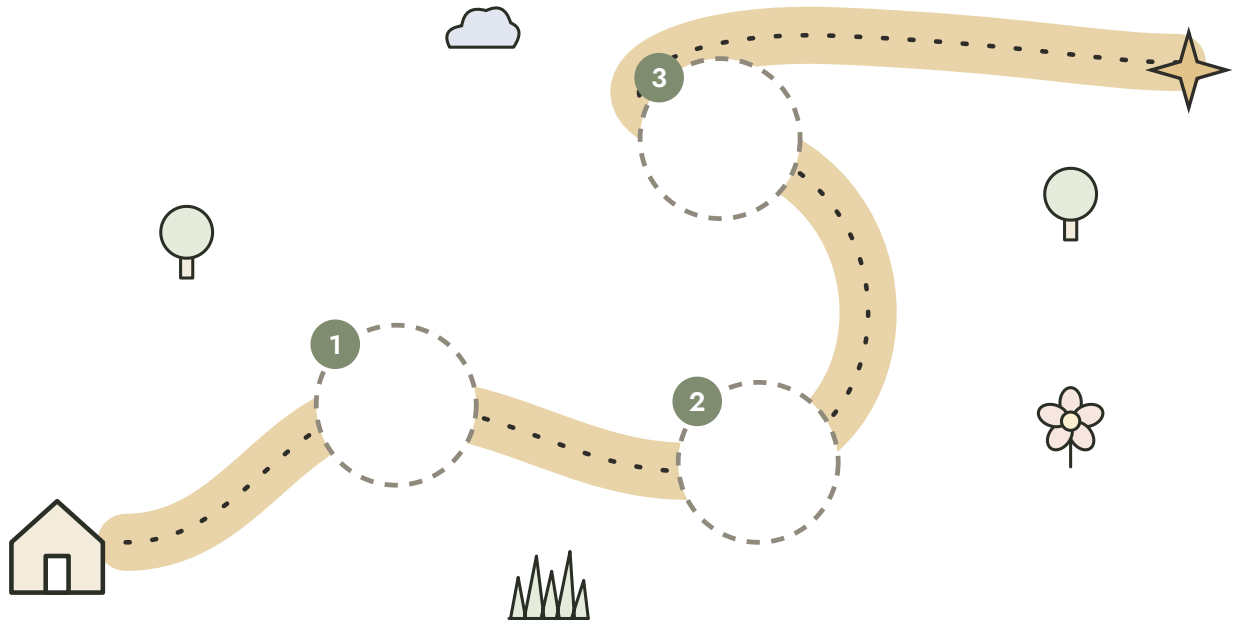
Easier: Use one stone only and tell what happens to it, while the child acts it out.
Stretch: Add a problem in the middle and a surprise at the end, then tell it to someone new.

My Story Map

Where does your story go? Draw the places on the path.

Start at the house. Draw a place in each circle where your character goes, and finish at the star.

Draw your story on the path



Start · The end · 1 Places on the way

My character

My story is called

Tell it to a grown-up. They can write it here.

FOR GROWN-UPS

A map turns a story into a journey a child can see and point to. Moving a finger along the path helps them remember what comes next.

PLAY IT YOUR WAY

Easier: Draw just one place together, then walk a stone along the path while you tell it.
Stretch: Make your own map on a big sheet with more places, a shortcut and a hidden treasure.